

UK's OFFICIAL
SEGA
COMIC



SONIC

THE COMIC

**FREE
SPINNER!**

**BADNIK
PIN-UP
MOTO
BUG!**

FREE GIFT
MISSING?
ALERT YOUR
NEWSAGENT
NOW!



£1.25 • No 95
21 JANUARY 1997

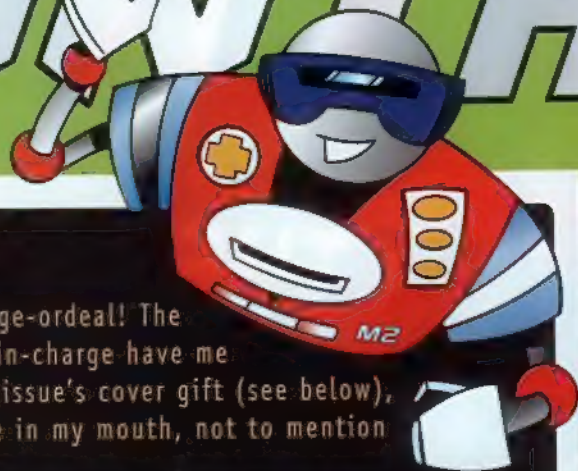
**THE BIG FIGHT!
OUT FOR A SPIN!**

TOP FLIGHT
NEW STORIES

FORTNIGHTLY

PLUS KNUCKLES, SATURN GAME REVIEW & MORE!

CONTROL ZONE



Hey, Boomers!

I'm having a real orange-ordeal! The seedy humes-who-think-they-in-charge have me under attack by flinging this issue's cover gift (see below), and it's leaving a bitter taste in my mouth, not to mention a dent in my metal!

Before I go and thump them (don't copy this at home), let me mention STC's two new stories which feature this issue. There's The Big Fight (coincidence - you figure!), plus the Amy story, Out For A Spin, anyway, just take it from me that there's more than enough to keep you going for the next fortnight. However, be warned: there's another mega gift heading your way in the shape of an exclusive Sonic badge (see the back page).

Now where was I? Oh yes, about to break my New Year Resolution - where are those humes!

Megadroid

ORANGE AID!

It's not just Tails and Shortfuse who get to fly, Boomers! Tens of thousands of STC Sonic Spinners are whizzing across living rooms (and unsuspecting droids) at this very moment! To ensure maximum effect from this fantastic free gift, here's a few suggestions to help you become a high flyer:-

WE HAVE LIFT OFF!

5. Position your STC spinner between your thumb and forefinger.
4. Hold close to your heart.
3. Simultaneously swing out lower half of arm (from the elbow down), combined with a firm flick of the wrist.
2. Release spinner.
1. Watch in amazement, taking care not to drool all over your jumper!

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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SEGA

COMPILED BY
ChartTrack
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↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 NEW FIFA '97
- 2 ↑ SONIC 3D
- 3 ↓ PREMIER MANAGER '97
- 4 ↓ TOY STORY
- 5 ↓ DESERT STRIKE
- 6 ↓ ROAD RASH 2
- 7 ↑ DYNAMITE HEADDY
- 8 ↓ SONIC AND KNUCKLES
- 9 ↓ LOTUS TURBO CHALLENGE
- 10 ↓ WORMS

SATURN

- 1 ↑ TOMB RAIDER
- 2 ↑ WORLDWIDE SOCCER '97
- 3 ↓ DAYTONA USA CHAMP EDITION
- 4 ● FIGHTING VIPERS
- 5 ● LOADED
- 6 ● NIGHTS
- 7 ↑ SEGA RALLY
- 8 RE VIRTUA COP
- 9 ● DESTRUCTION DERBY
- 10 ↓ ATHLETE KINGS

MEGA-CD

- 1 RE ECCO THE DOLPHIN
- 2 ↑ THUNDERHAWK
- 3 ↓ TOMCAT ALLEY
- 4 ↑ SILPHEED
- 5 RE HOOK
- 6 RE ETERNAL CHAMPIONS
- 7 ↓ ROAD AVENGER
- 8 ↓ SONIC CD
- 9 RE CHUCK ROCK 2
- 10 RE WOLFCHILD

GAME GEAR

- 1 ↑ DYNAMITE HEADDY
- 2 RE MICRO MACHINES
- 3 ↑ COLUMNS
- 4 ↓ MICRO MACHINES 2
- 5 ↓ SONIC THE HEDGEHOG
- 6 ↑ SONIC: TRIPLE TROUBLE
- 7 FANTASTIC ADVENTURES OF DIZZY
- 8 ↓ ECCO 2: THE TIDES OF TIME
- 9 RE COSMIC SPACEHEAD
- 10 NEW MAN OVERBOARD

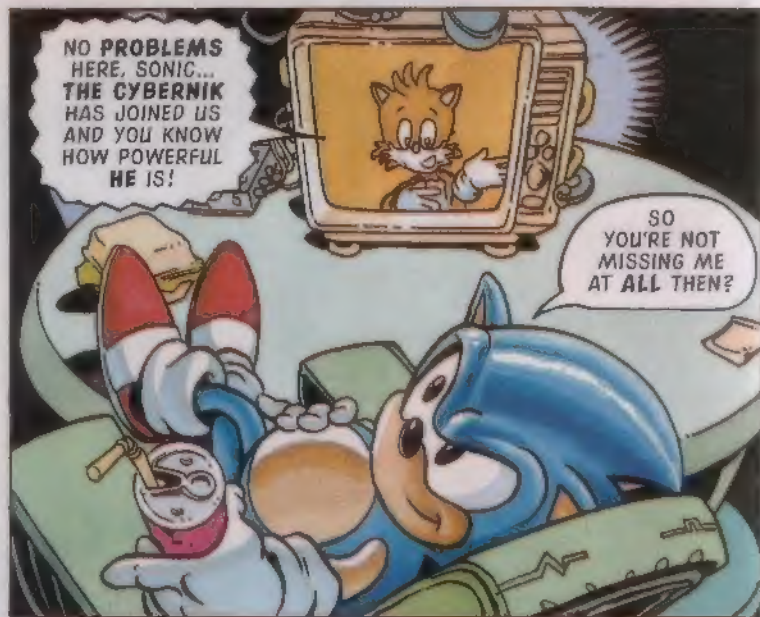
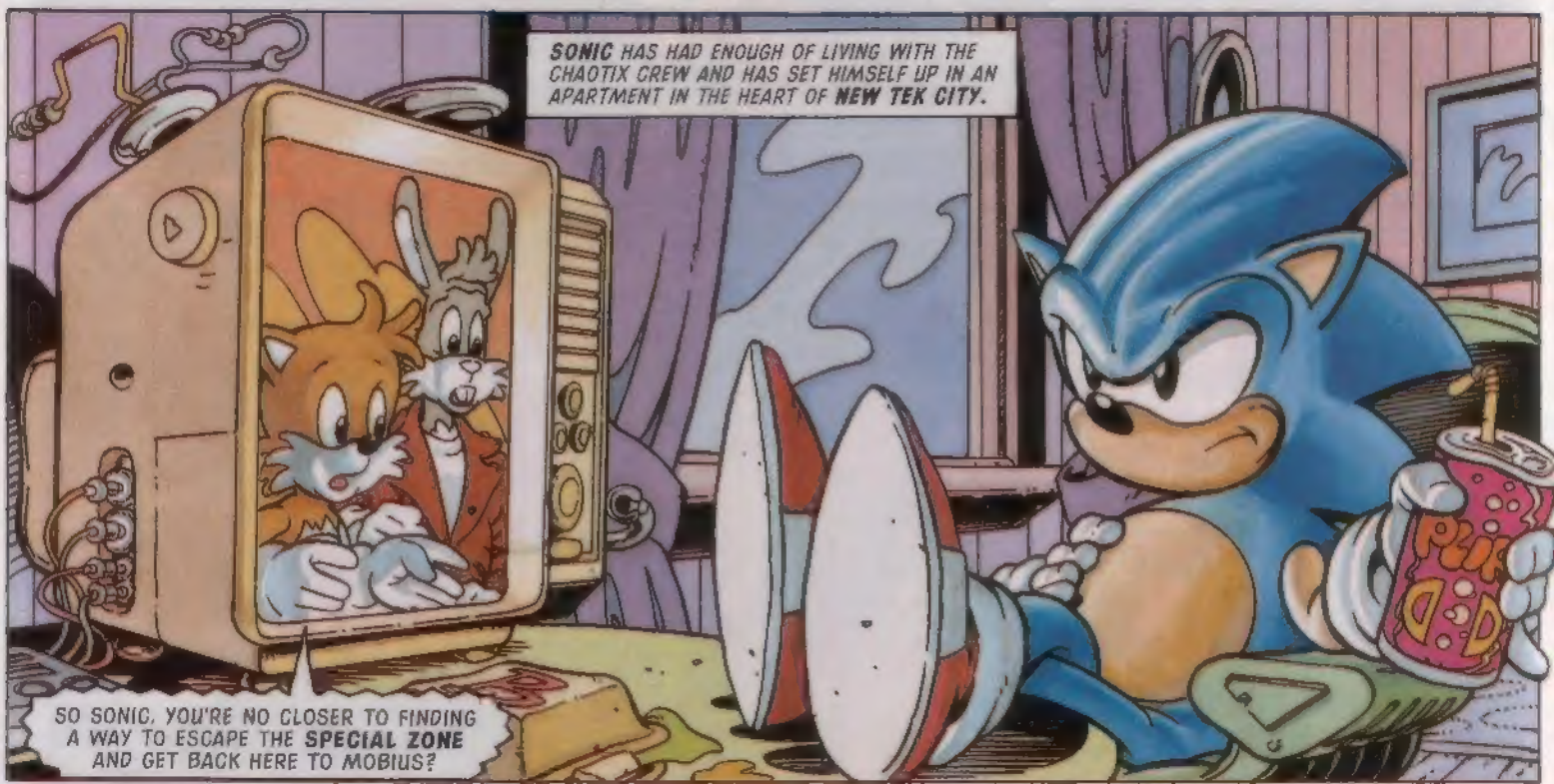
SONIC

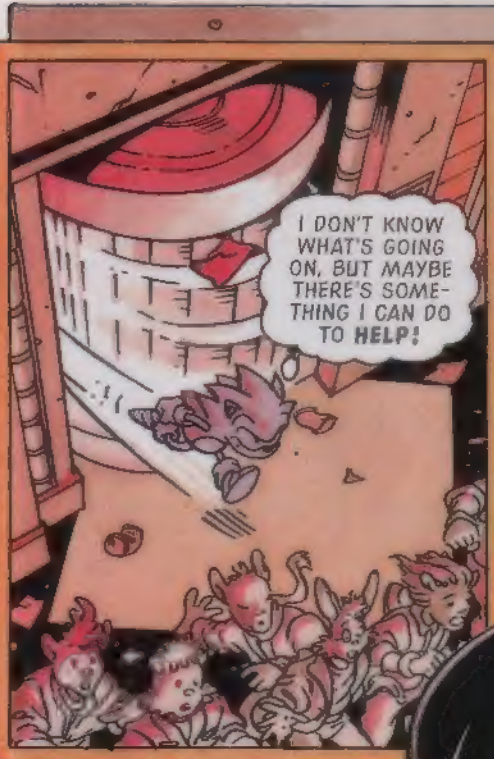
THE HEDGEHOG

The BIG FIGHT

COMPLETE
STORY

Script: NIGEL KITCHING Art: RICHARD ELSON Colouring: STEVE WHITE Lettering: TOM FRAME





LET'S SEE HOW YOU LIKE THIS,
YOU PIECE OF...

KRASSSSSH!

COME OUT OF THERE.
AIN'T FINISHED WITH
YOU YET!

KRUMMP!

CHEW ON THAT,
YOU CRY BABY!

AGGGH!

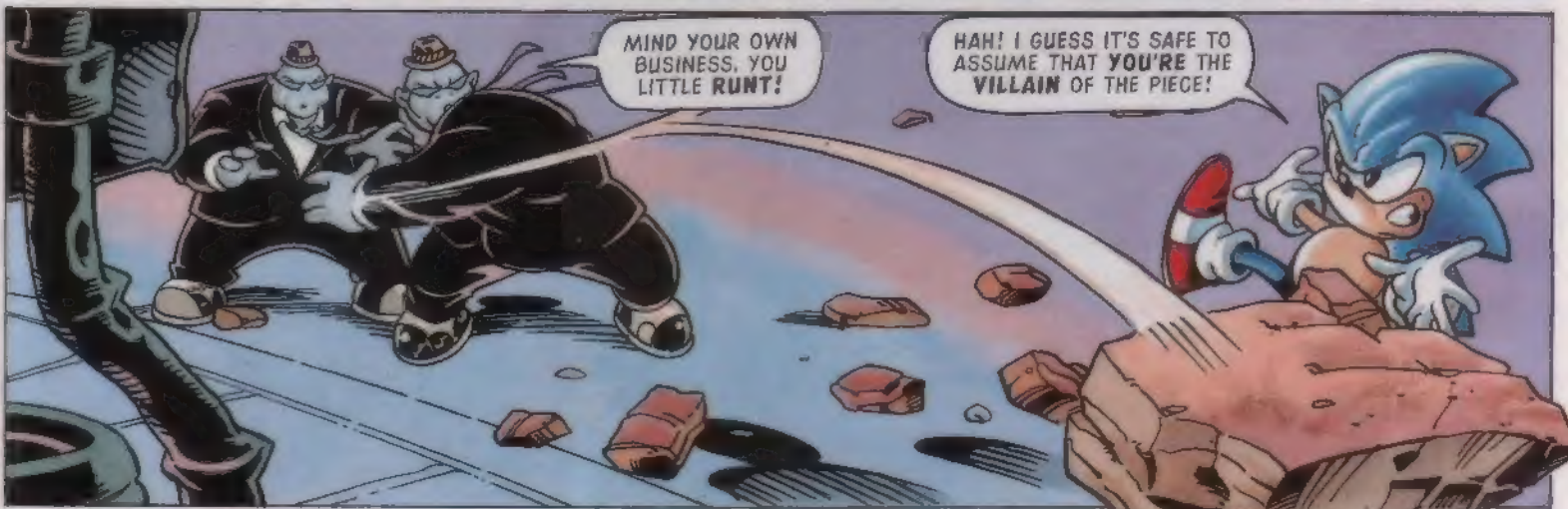
NOW, I'M REALLY
GONNA TEACH YOU
A LESSON!

DO YOU GIVE IN OR DO I
TEAR YOUR HEAD OFF?

I'D LIKE TO SEE YOU TRY,
YOU BIG GIRL'S BLOUSE!

I'VE GOT TO DO
SOMETHING... WHICH
ONE OF THESE NUTTERS
IS THE BAD GUY?

IF I WERE YOU I'D
KEEP OUT OF IT... THOSE
TWO ARE TOUGH!



KER-WHAAAM!

I KNOW I'M SUPPOSED TO BE THE HERO, BUT I THINK THIS IS ONE TIME I WILL JUST MIND MY OWN BUSINESS...

KR000M!

THE WHOLE BUILDING... IT'S COLLAPSING!

LUCKY IT WAS DUE FOR DEMOLITION AND NOBODY IS LIVING THERE!

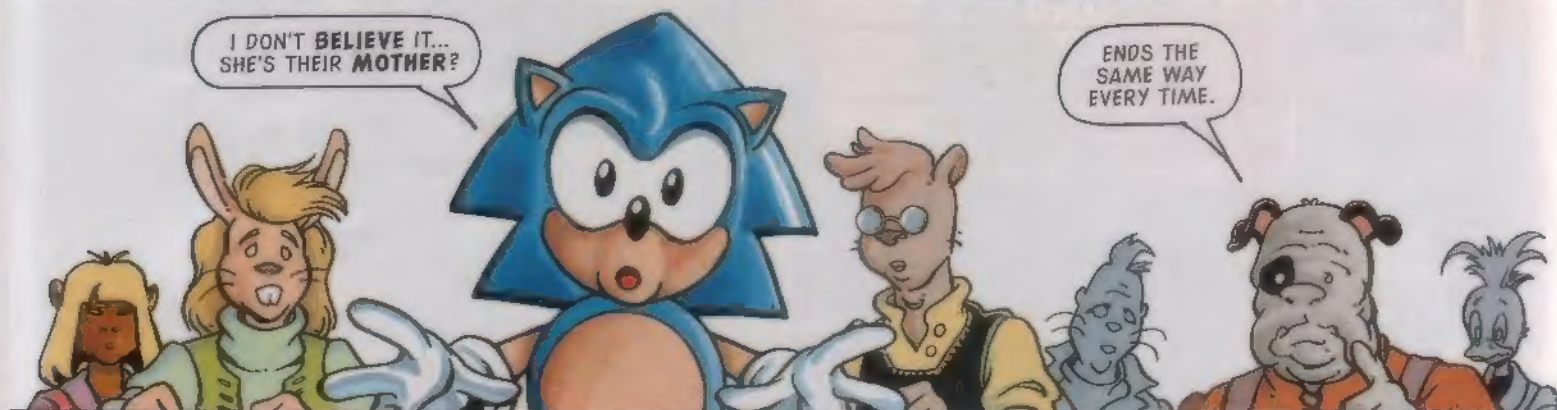
NOW YOU'VE DONE IT... NOW YOU'VE MADE ME LOSE MY TEMPER!

OH, YOU'RE SO SCARY... LOOK AT ME—I'M SHAKING ALL OVER!

WHO ARE THESE IDIOTS?

THEY'RE THE BRUISE BROTHERS... THEY GET INTO A FIGHT LIKE THIS ABOUT ONCE A MONTH!





NEXT ISSUE: HERO HOUR!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 - YAWNVILLE

40-70 - NORMALSVILLE
70-80 - FUN CITY

80-90 - BIG TIME CITY
OVER 90 - MEGA CITY

DESTRUCTION DERBY

Reviewed by Chris Jones.



SATURN

GAME TYPE: 3-D RACING
PLAYERS: 1-2

PUBLISHER: PSYGNOSIS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Destruction Derby is the closest thing to stock car racing that you will find on the Saturn. You start off racing a new saloon car, which by the end of each race, either blows up or looks like it has gone twelve rounds with Mike Tyson! The aim of the game is to win races by outmanoeuvring and battering your 19 other opponents!

On five different tracks - including the final 'bowl' arena - you score points by forcing other cars out of the race by inflicting heavy impacts on them and by nudging them into either 180 degree or 360 degree spins. Throughout this destruction your car gets broken up as well, and a diagram shows which bits have sustained critical levels of damage. You can even get hauled out of a race if your car gets too wrecked.

The five tracks are ace to race on, with some having crossroads on the course that can lead to massive pile-ups in the middle. These big crashes look excellent, as does the action in the 'bowl' arena. Here you have to try and spread the damage you sustain over the whole car to survive the longest.



Destruction Derby is a good conversion of the original Playstation game (the *what?* - Megadroid). The graphics are good and there's a lot of activity in every race. The game's atmosphere is boosted by spectacular crashes and the drivers who shout out cheeky comments. Control of your car is easy to master and this makes the game very playable. However, bear in mind that there are a lot of other very good racing games on the Saturn!



FINAL COUNTDOWN

RAVES

Smashing fun!



GRAPHICS 80

SOUND 70

GRAVES

Once you have the measure of the races, the challenge fades.



PLAYABILITY 75

OVERALL 75

KNUCKLES ROOTS



Script:
WIGEL KITCHING
Art:
WYDAL DRAGON
Lettering:
ELIYTA FOLL

KNUCKLES HAS ARRIVED IN METROPOLIS CITY IN TIME TO SAVE SOME PROTESTERS FROM BEING ATTACKED BY DOCTOR ROBOTNIK'S BADNIKS.

THAT
TREE.. IT
SPOKE TO
ME!


I DID
INDEED, AND
IT'S A PLEASURE
TO MEET
YOU...

NOW DO YOU
SEE WHAT'S SO
IMPORTANT ABOUT
SAVING THESE
TREES?

I SURE
DO,
EBONY


THIS IS
THE GREAT ELDER
TREE... ROBOTNIK WANTS
TO CLEAR THIS SITE SO HE
CAN BUILD A TOWER
BLOCK!

AND
I GUESS YOU
CAN'T REALLY ASK
A TREE TO
MOVE..




I AM
THE ELDEST OF
THE FAUNA AND I
SPEAK FOR THE WHOLE
ECO SYSTEM OF
PLANET MOBIUS...

THE
PLANET HAS
BEEN POLLUTED
AND IT IS TIME
TO CALL A
HALT...



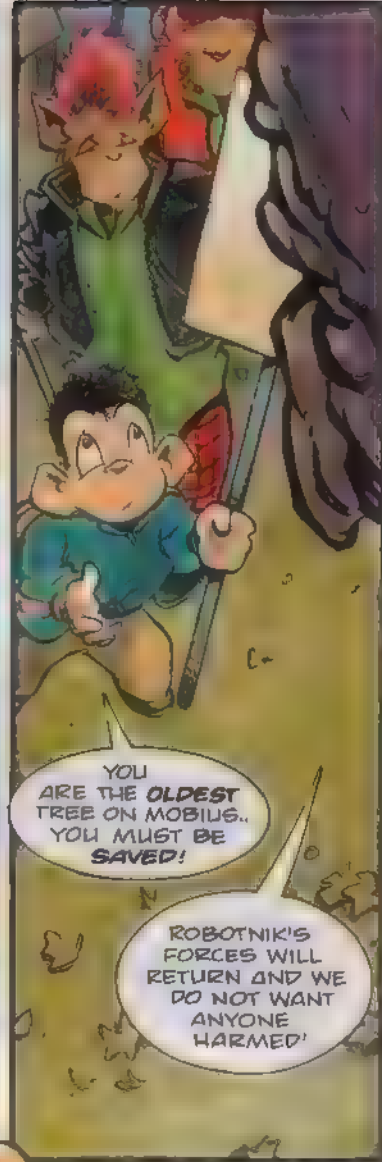
THIS IS
INCREDIBLE!
YOU TREES
ARE SOMETHING
SPECIAL!

WE
ARE NO MORE
PRECIOUS THAN
THE OTHER TREES
ON MOBIUS... ONLY
ONE OF YOUR RACE
WOULD THINK
TALKING WAS SO
IMPORTANT!




WE ARE
GRATEFUL FOR
YOUR HELP, BUT
NOW YOU SHOULD
GO

NO! WE
WON'T LEAVE
YOU!



YOU
ARE THE OLDEST
TREE ON MOBIUS..
YOU MUST BE
SAVED!

ROBOTNIK'S
FORCES WILL
RETURN AND WE
DO NOT WANT
ANYONE
HARMED!



YOU
OUGHTA LISTEN
TO THE TREE...
CLEAR OUT OF HERE
AND NOBODY WILL
GET HURT!

EXCEPT
YOU, EBONY, AND
YOUR FRIEND
PYJAMAS... ROBOTNIK
WANTS YOU BOTH
ARRESTED!

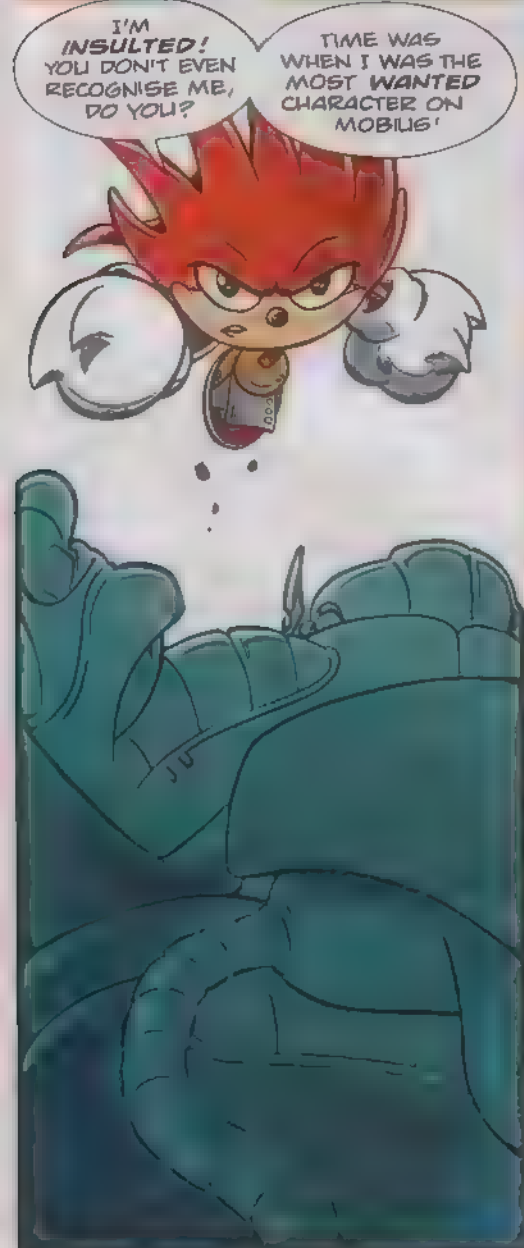


PYJAMAS!
THIS IS NO TIME
FOR ONE OF YOUR
VISIONS...THEY'RE
ALWAYS WRONG
ANYWAY!

WE
WE'RE RUNNING.
IT'S A FOREST..
A GIGANTIC
FOREST!

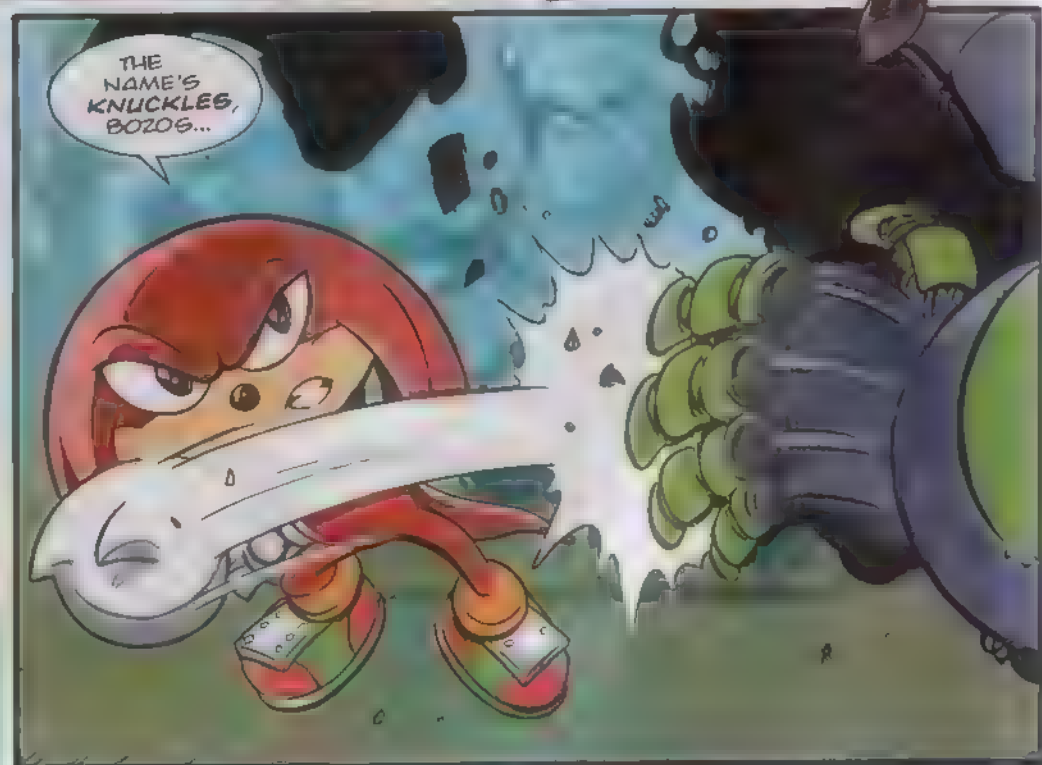
KZEEEE!

SO,
ROBOTNIK
THINKS YOU CAN
HANDLE ME, DOES
HE, OMEN? HE'D
BETTER THINK
AGAIN!

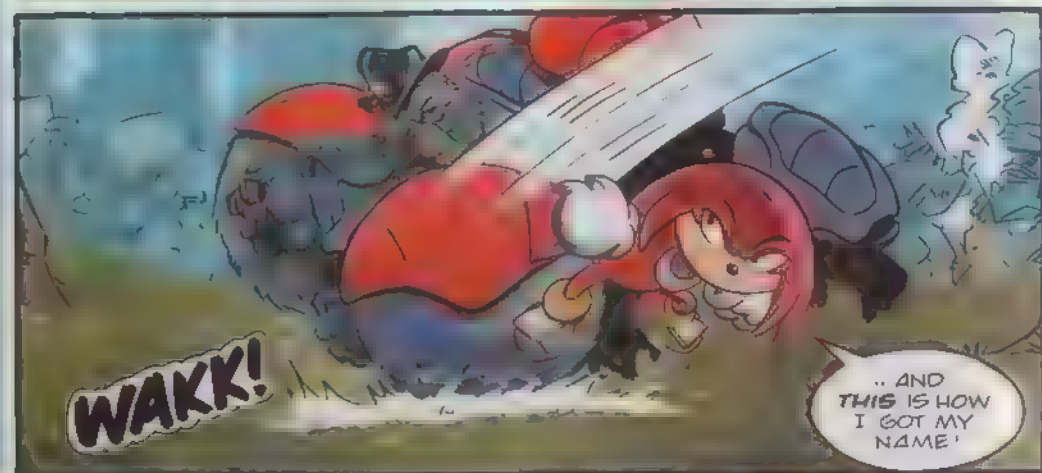


I'M
INSULTED!
YOU DON'T EVEN
RECOGNISE ME,
DO YOU?

TIME WAS
WHEN I WAS THE
MOST WANTED
CHARACTER ON
MOBIUS!



THE
NAME'S
KNUCKLES,
BOZOGS...



WAKK!

.. AND
THIS IS HOW
I GOT MY
NAME!



YOUR
CHEAP SPELLS CAN'T
BREAK THROUGH MY
ENCHANTED SHIELD,
OMEN!



ONLY IF
IT HITS ME,
UGLY



NO!



WHROOM!



IT
CANNOT
BE..



YOU HAVE
DESTROYED
THE ELDEST OF
US ALL.

HIS
WISDOM AND
BEAUTY IS LOST
FOREVER...



WHAT
THE...!



YOU
WILL ALL PAY
VERY DEARLY
FOR THIS
OUTRAGE!

THIS IS
IMPOSSIBLE!



DON'T
TELL ME,
TELL THE
FLIPPING
TREES!



WHAT WERE
YOU SAYING ABOUT
MY VISIONS ALWAYS
BEING WRONG,
EBONY?!

AMY'S ADVENTURES

Out for a Spin

COMPLETE
STORY

AMY AND TEKNO THE CANARY WERE WALKING THROUGH THE DESERTED EMERALD HILL ZONE WHEN THEY MADE A DISCOVERY

LOOK, AMY! WHAT'S THAT STICKING OUT OF THE GROUND?

I'M NOT SURE, TEKNO, BUT IT LOOKS FAMILIAR SOMEHOW!

MMM, LOOKS LIKE SOME KIND OF MINI FLYING SAUCER!

I REMEMBER! SONIC FLEW AROUND ON ONE OF THESE IN THE MARBLE GARDEN ZONE IN THE FLOATING ISLAND! *

IT MUST HAVE FALLEN FROM THE FLOATING ISLAND MONTHS AGO!

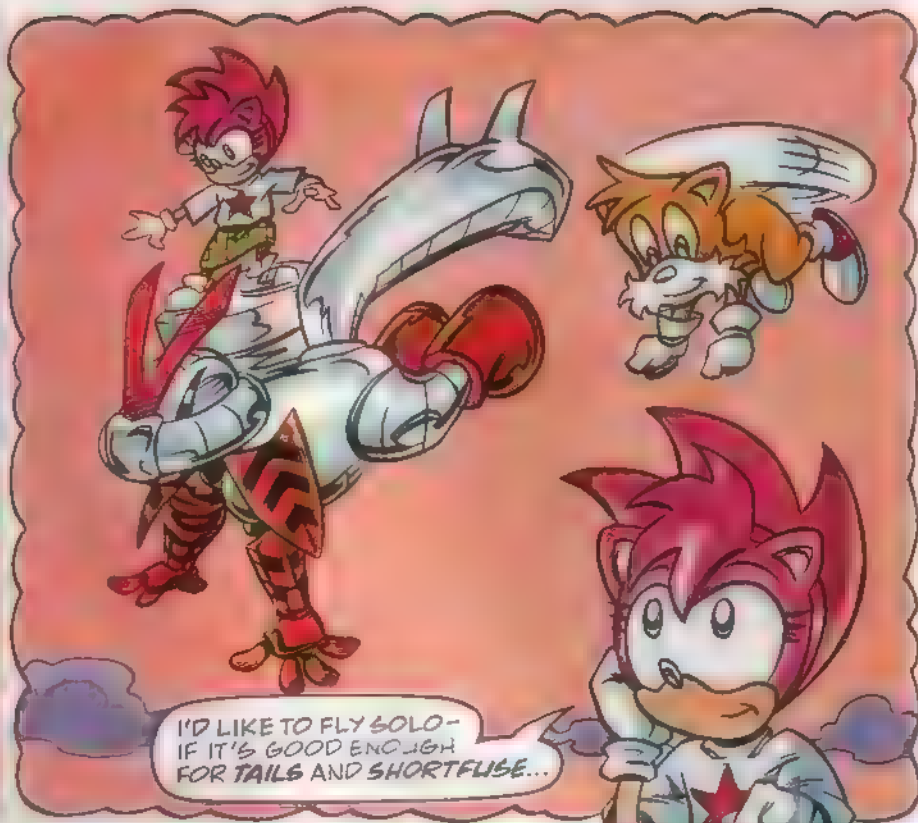
LET'S TAKE IT TO MY WORKSHOP! MAYBE I CAN REPAIR IT!

* AS PLAYED BY YOU BOOMERS IN SONIC # 3 - Megadroid

LATER, IN TEKNO'S SECRET UNDERGROUND WORKSHOP...

LUCKILY, AMY, THERE'S NOT MUCH DAMAGE TO PLT RIGHT!

WHEN IT'S FINISHED, I WANT TO TAKE IT OUT FOR A SPIN!



I'D LIKE TO FLY SOLO- IF IT'S GOOD ENOUGH FOR TAILS AND SHORTFUSE...

THERE, GOOD AS NEW! I'VE FITTED A REMOTE CONTROL DEVICE TO IT, WHICH YOU CAN OPERATE WITH THIS WRIST GADGET!

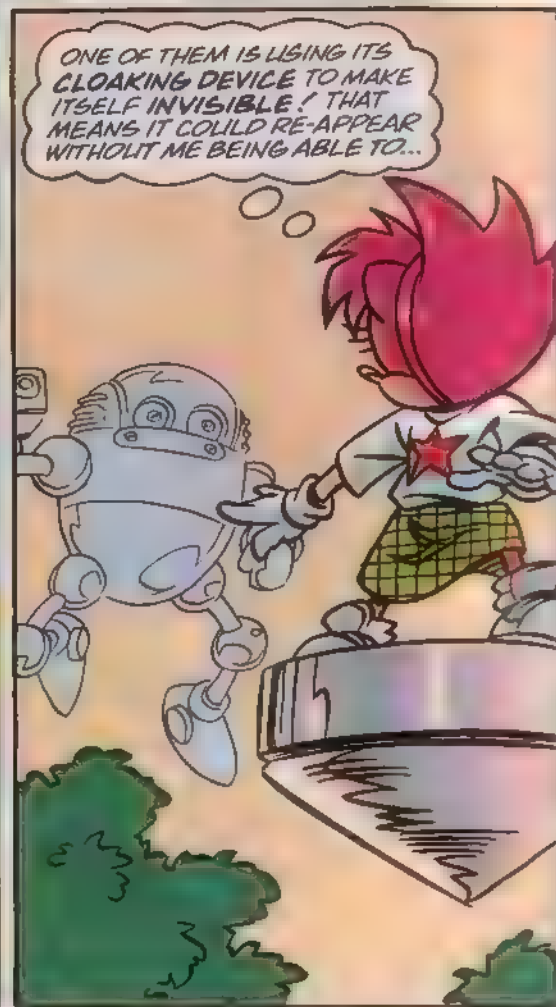
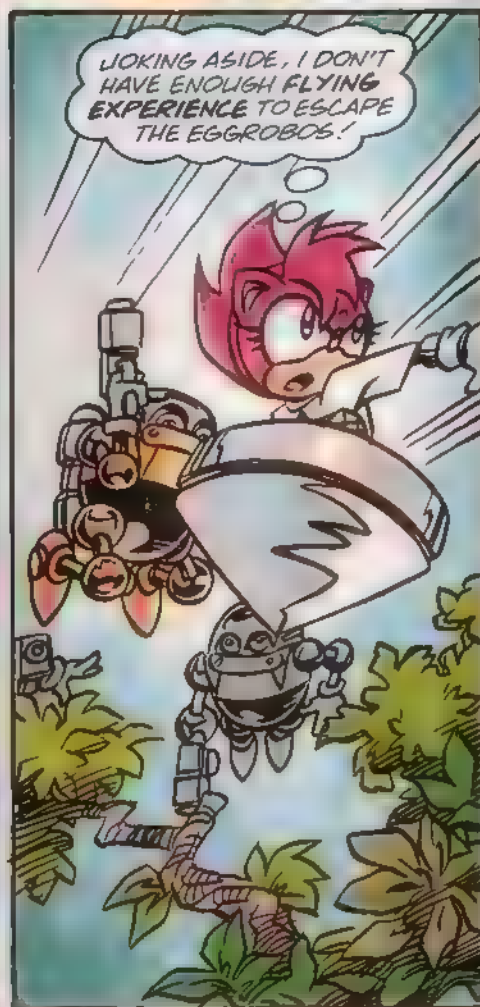
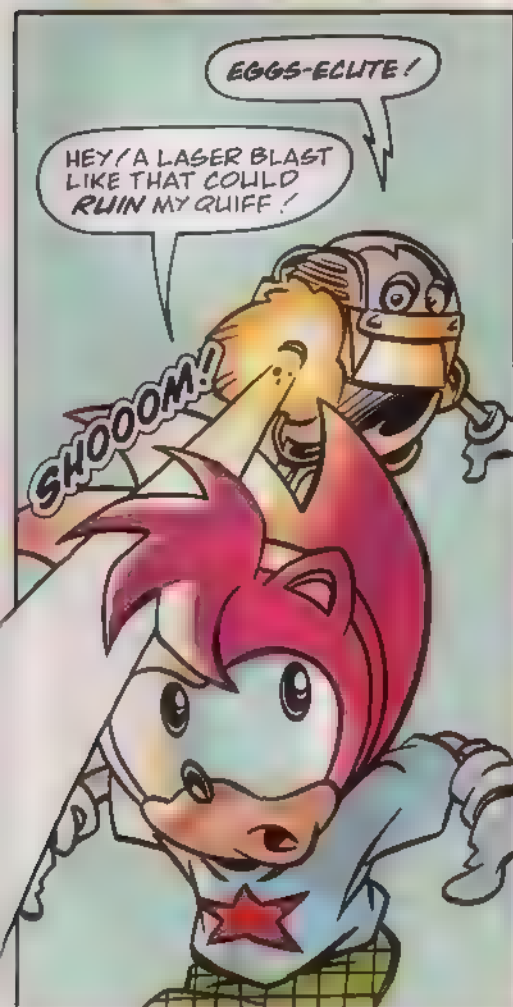
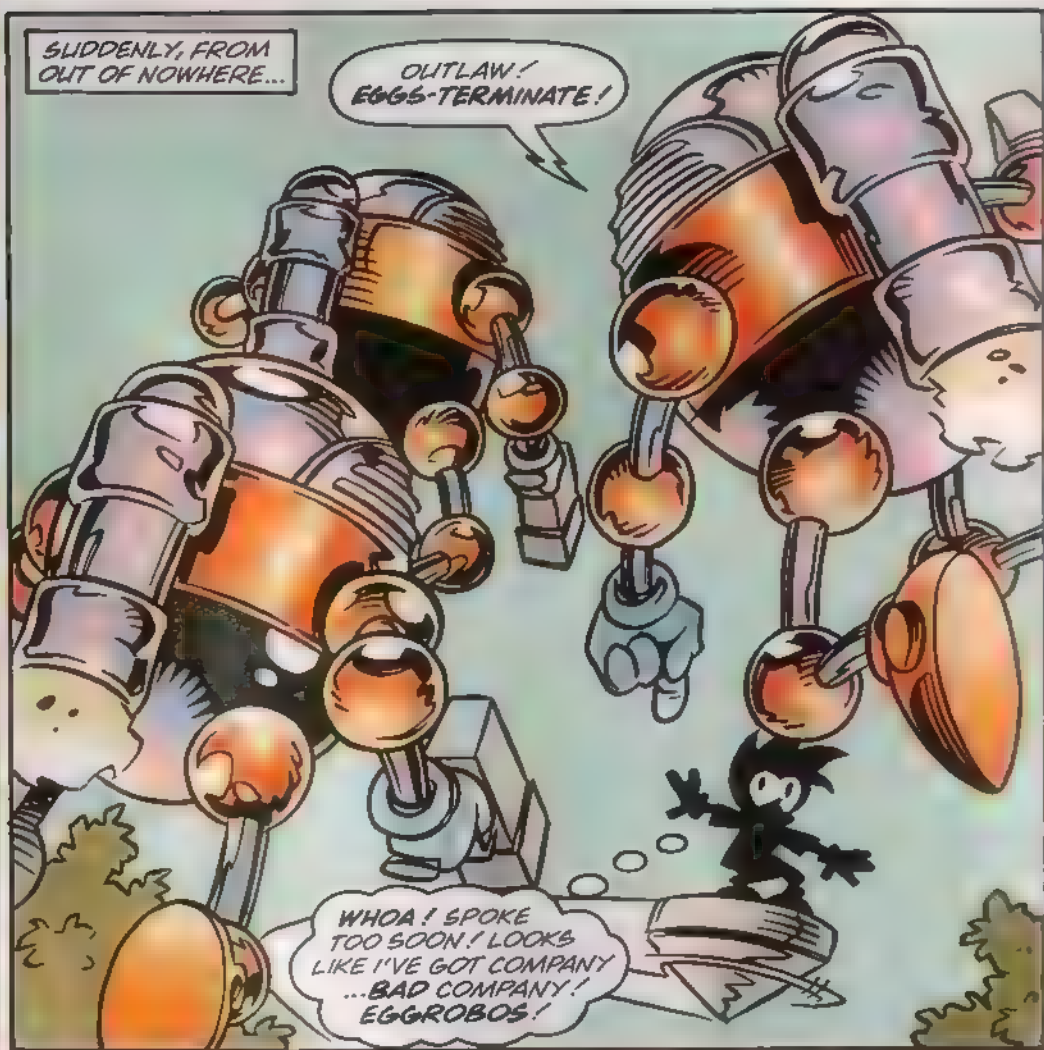
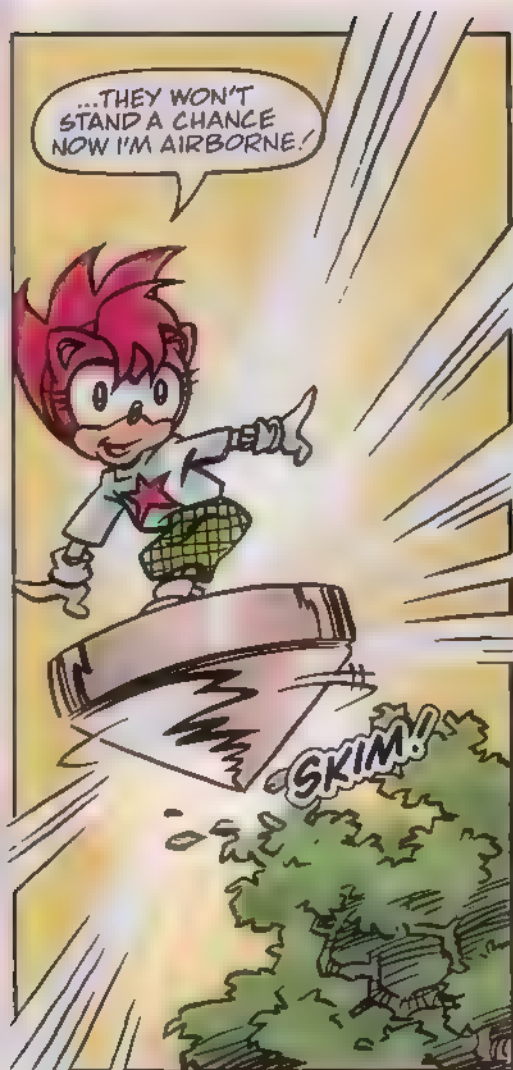
COOL! CAN'T WAIT TO TRY IT!

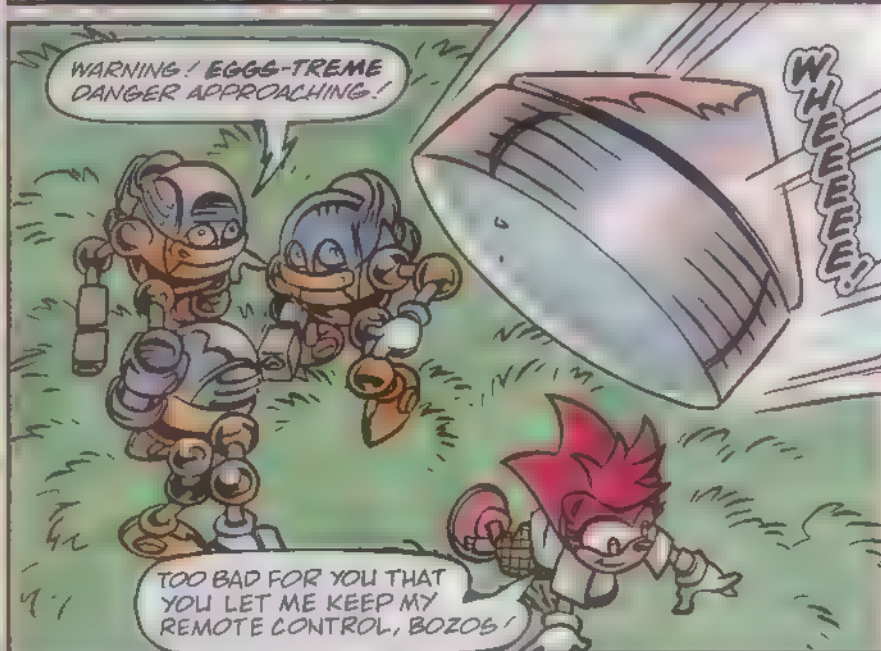
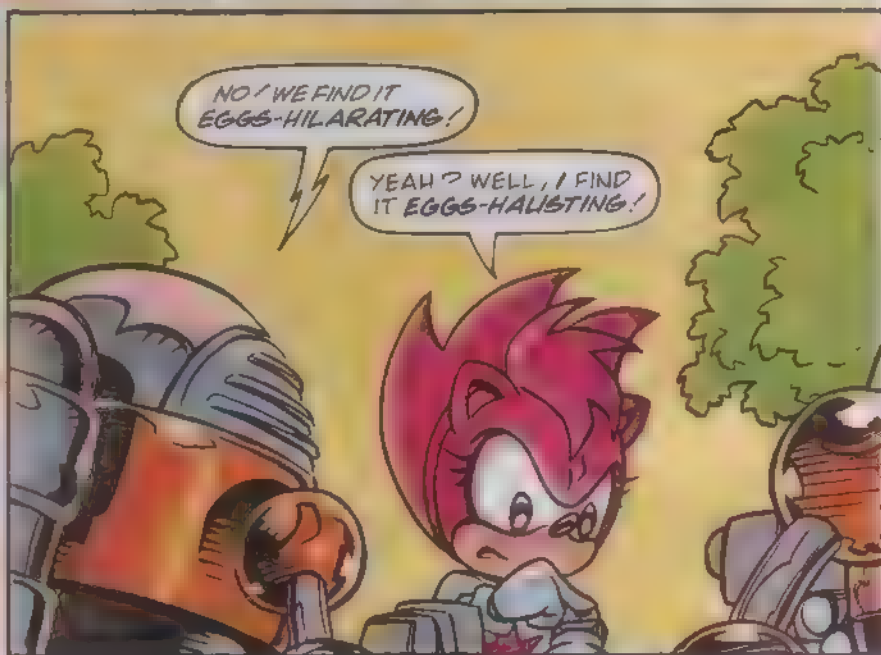
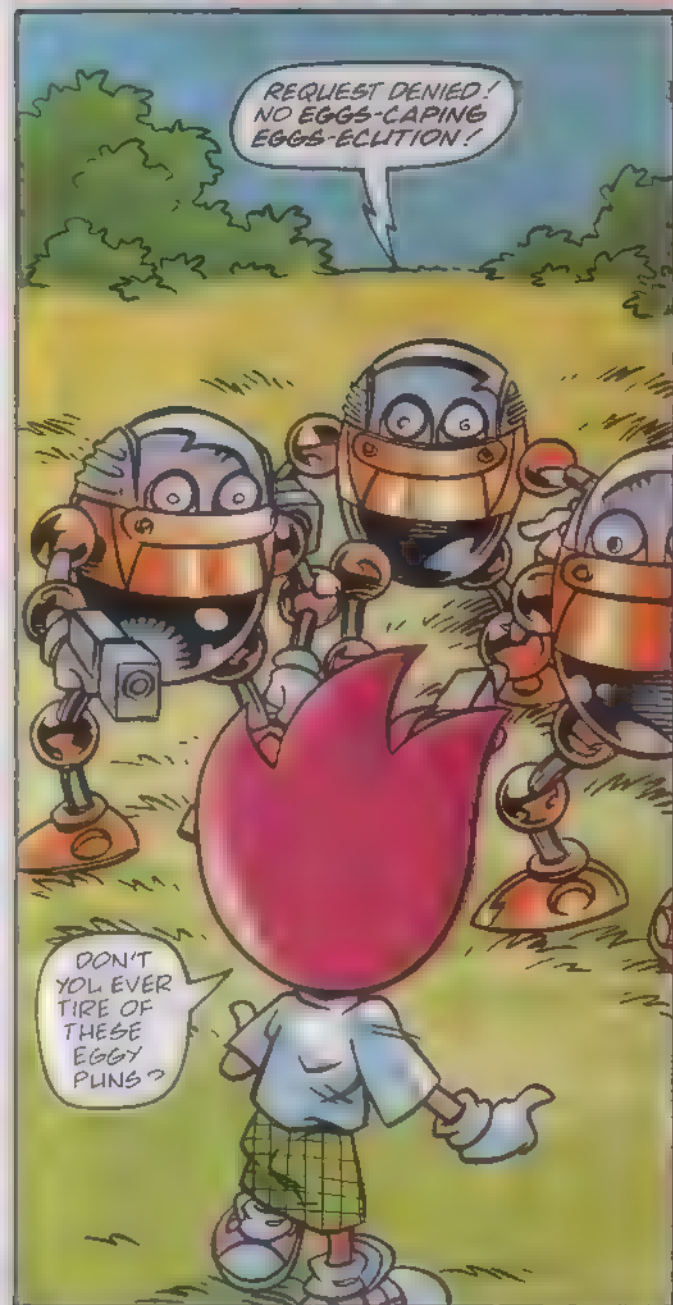
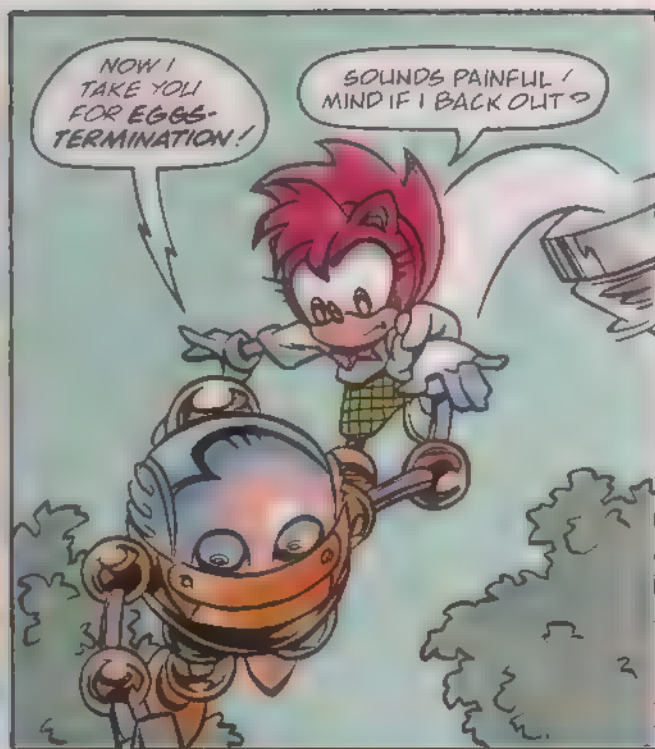
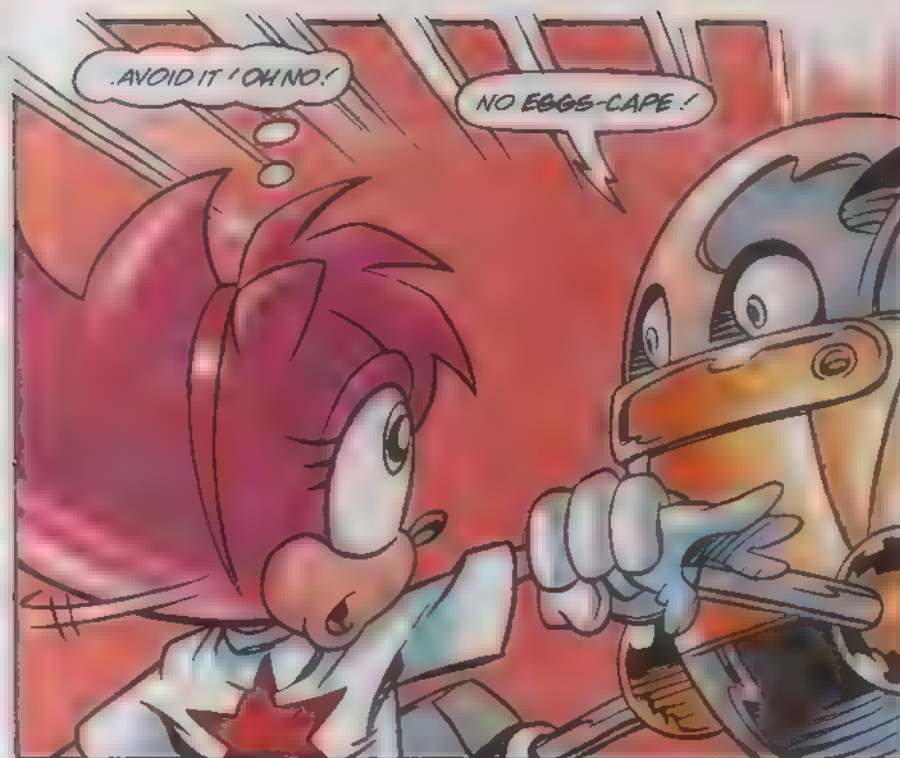
HEY! IT WORKS!

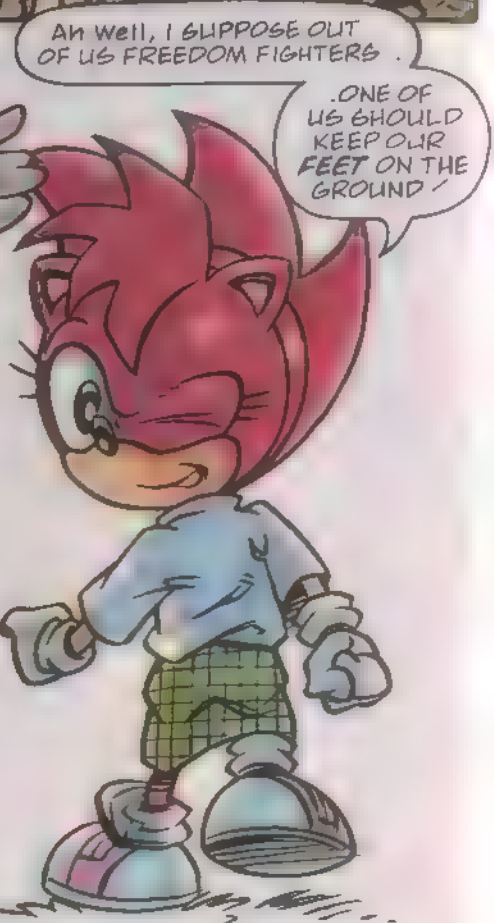
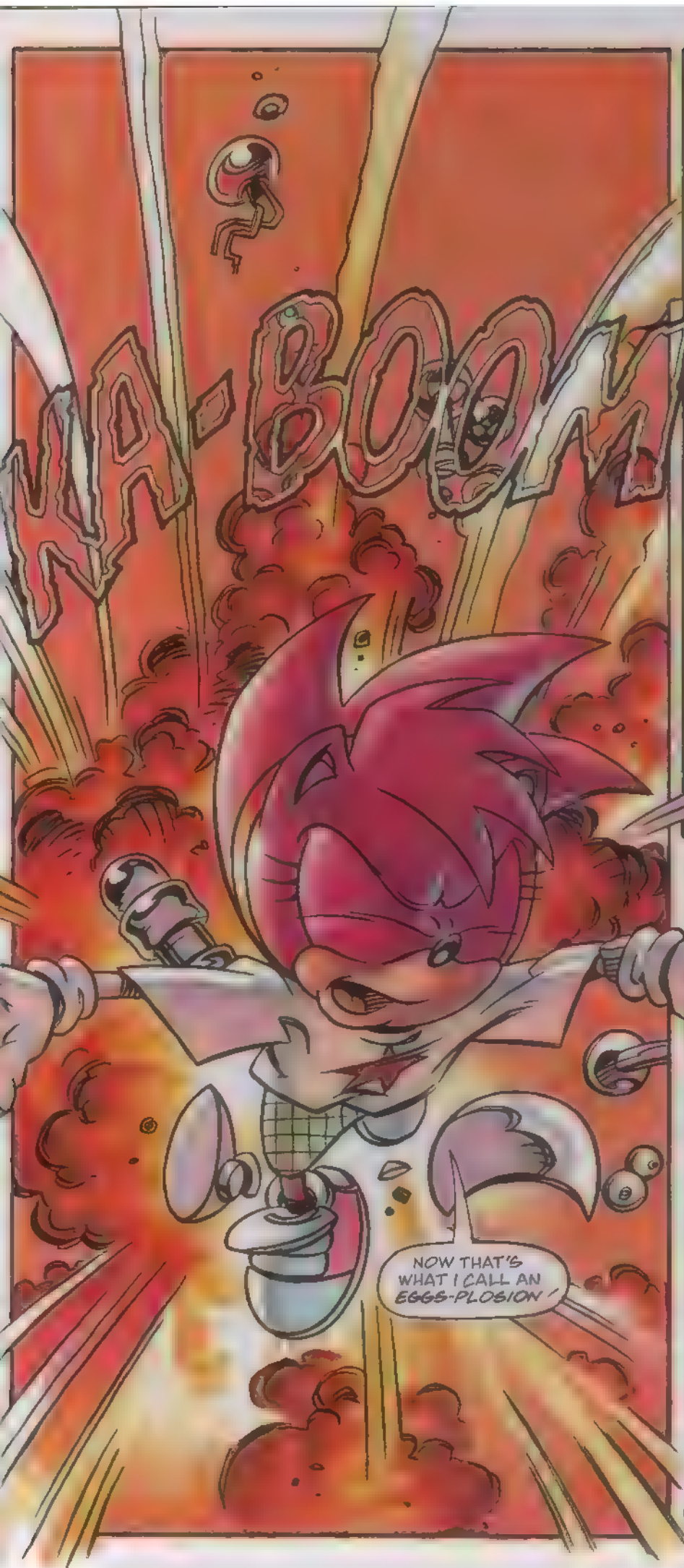
NATURALLY! THEY DON'T CALL ME AN ENGINEERING GENIUS FOR NOTHING, Y'KNOW!

KEEP A LOOK OUT FOR BADNIKS AMY!

RELAX







Next Issue: TAILS TAKES TOP FLIGHT!



BOOMER ALERT

BECAUSE SO MANY OF YOU HAVE DEMANDED
HELP ON THE CLASSIC SONIC GAMES, BOOMERS
ARE REQUESTED TO HOLD THOSE B ZONE QUERIES.

STC WILL LET YOU KNOW WHEN THE
B ZONE IS OPEN FOR HINTS AND TIPS ON OTHER
MEGA SEGA GAMES.

SONIC THE HEDGEHOG 3

Revisited



MEGA DRIVE

THE BOSSES

ACT 1

SWING'M SPIKEZ

This mace-swinging Badnik is the easiest one to beat.

- Position Sonic in the middle of the screen under the centre block from which the drod drops. Stay in position - do not move left or right as it descends.
- Wait for its rotating arms to move out of the way and ensure the spike isn't directly over you before you leap Sonic straight up to ram it. Keep jumping to ram it when its arms are out of the way - you can do this at will as long as you don't move left or right.
- After six hits it will explode and it's time to rack up the points as the end-of-act marker descends.

ACT 2

DOCTOR ROBOTNIK'S FINAL CHALLENGE

This is it! The final show-down with old egg breath. However, this is the most difficult battle yet as Robotnik unleashes not one, but three diabolical new devices. Stay alert!

- Robotnik appears upper right in his ship. It raises itself up on giant legs and releases a ledge from below. A huge metal ball is fired from the way.
- To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball - the problem is that the ball launches at different heights and at random - so you're left guessing!

- The best technique is to bite the bullet and jump on the ledge and keep ramming Robotnik's craft as quickly as possible. After eight hits it will explode.
- Go right to find one of Robotnik's old Egg-Matics. Climb in and it takes off, flying Sonic to the right.

Knuckles appears in front of you, standing on top of a tower. He is toppled off his perch and Sonic continues to fly right until he meets up with Robotnik once again.

- This time, Robotnik has a deadly new triple-stage craft. He rises up from the right, firing lasers at Sonic. Ram his ship five times to blow it up before he drops down again!
- Ram him another four times and he explodes to reappear for the 'umpteenth' time.
- This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that can grab Sonic and take his rings.
- You have to hit him eight times to beat him and reach the end sequence, assuming of course, that you have collected all seven Chaos Emeralds.
- The moves are really tough and unforgiving here. However, practice will see you through.
- Robotnik's spiked machine will attack in three ways so strike back as follows to be sure of a hit. When it goes left and right above Sonic, it will swoop down the centre of the screen. Wait in the middle of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right above its deadly spikes.
- If he comes from the right or left, get to the centre or last third of the left or right of the screen. As he enters, leap right/left and hit his ship.
- Your timing must be spot on to make contact with the right part of the ship - you'll soon see what is required.
- If all goes well, you're then treated to the end-of-game sequence. Congratulations!

The END

SONIC'S WORLD

THE MONSTER WAKES

Part 2

EXPANDING THEIR SECRET BASE BENEATH THE EMERALD ZONE, SHORTFUSE THE CYBERNIK AND THE FREEDOM FIGHTERS* ACCIDENTALLY DISTURB A DRAGON FROM ITS LONG SLEEP, AND IT'S NOT HAPPY. . .

LOOK OUT, GANG!

RROOARRRASH!

EASY FOR YOU TO SAY, SHORTFUSE! WE CAN'T ALL FLY LIKE YOU AND TAILS CAN!

*JOHNNY, TAILS & AMY, PLUS TEKNO THE CANARY—Megadroid

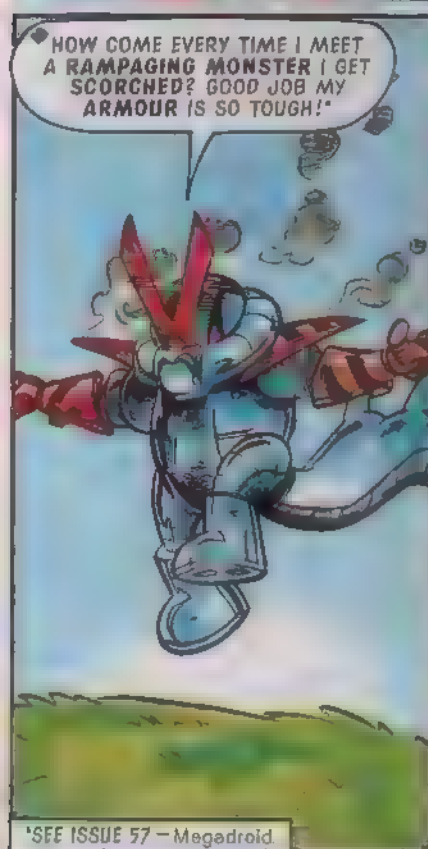
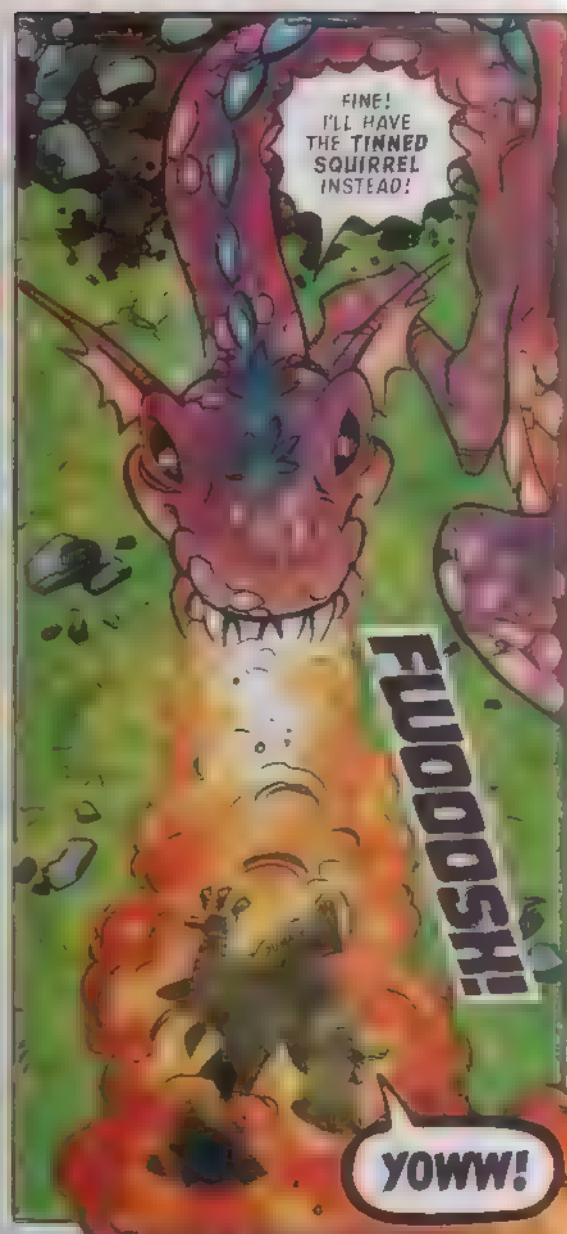
TAILS! DISTRACT THE BEAST WHILE I TRY A SURPRISE ATTACK!

DISTRACT IT? HOW?

YOU'VE BEEN IN THE HERO GAME LONGER THAN I HAVE! THINK FOR YOURSELF!

SHEEE! SONIC WAS NEVER THAT BOSSY. . .

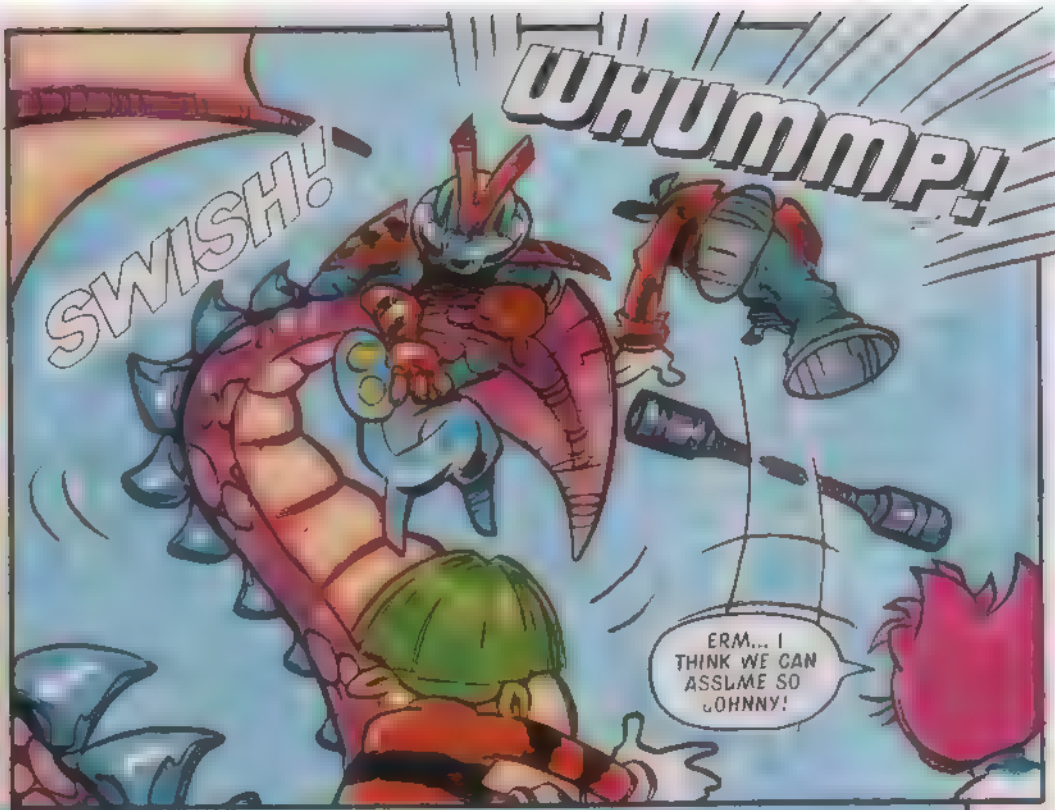
. . .WELL, NOT QUITE!





HARD LUCK, RABBIT! NO WEAK SPOT DOWN THERE!

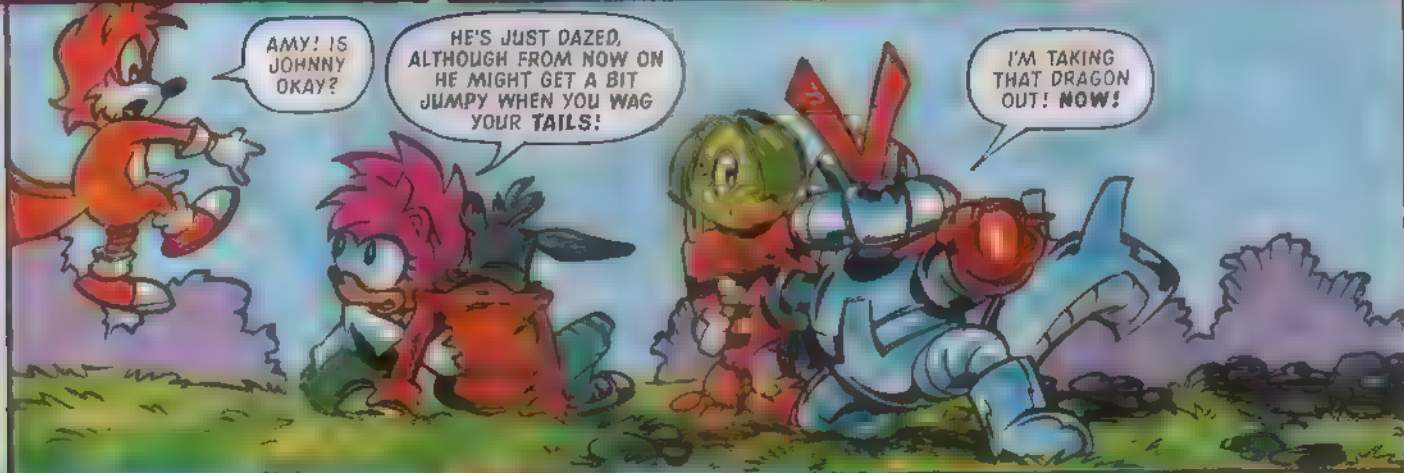
UH-OH! DO YOU THINK THAT ANNOYED HIM?



SWISH!

WHUMMP!

ERM... I THINK WE CAN ASSUME SO JOHNNY!



AMY! IS JOHNNY OKAY?

HE'S JUST DAZED, ALTHOUGH FROM NOW ON HE MIGHT GET A BIT JUMPY WHEN YOU WAG YOUR TAILS!

I'M TAKING THAT DRAGON OUT! NOW!



THANKS FOR THE OFFER, TINY, BUT I DECLINE!

HE'S TAKING OFF!





YOU WOKE ME FROM MY HIBERNATION A THOUSAND YEARS TOO EARLY! NOW I MUST ROAM THIS PLANET ALONE UNTIL OTHER DRAGONS AWAKE!

GULP! WILL YOU STILL BE AROUND IN A THOUSAND YEARS?



ARE YOU KIDDING? I'LL ONLY BE A **TEENAGER** IN DRAGON YEARS BY THAT TIME!

WOW! HEY, DO YOU THINK YOU COULD HELP US FIGHT **DOCTOR ROBOTNIK** IN THE MEANTIME? HE'S A NASTY GUY WHO...



DON'T HASSLE ME WHEN I'VE ONLY JUST GOT UP! I'LL LET YOU KNOW IN A FEW YEARS, OKAY?

HUH! HE'S OBVIOUSLY NOT A **MORNING** DRAGON!



ALL'S WELL THAT ENDS WELL, GANG!

I'M NOT SO SURE, TAILS! I'M WORRIED ABOUT **SHORTFUSE**!

RELAX, AMY! YOU CAN TRUST HIM!



I DO, BUT I'VE A FEELING THAT ONE DAY HIS **SHORT TEMPER** COULD FOUL UP A MISSION... AND LAND US IN BIG TROUBLE!

THE END - BUT KEEP READING STC TO SEE IF AMY'S FEARS COME TRUE!

NEXT ISSUE: **MOCK THE DOC!**



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

CHANGE MAIL!

Dear Megadroid,

I love STC's front covers but please tell us Boomers why you change from yellow to red to purple etc? Actually, I don't care what colour you are - you're still the best (after Sonic, Amy, Tails, Knuckles, Nack, the Badniks and old fat eggbelly himself!).

Christopher Bertenshaw, Crewe, Cheshire.

GG owner.

Sega Mega Hog Tag Winner.



What a regular Jimmy Tarbuck you are, Chris! Would you prefer me to wear the same thing all

the time and join the dullsville humes around here? Not on your nellie (who is she anyway?).

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



Send your e-mail
messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

Sonic's family tree!



Thomas Ludlow, Ealing, London.
Sega Mega Hog Tag Winner.

DONAL'S DITTY!

Sonic, Amy and Johnny are cool
Doctor Robotnik thinks he should rule

Vector's so brainy, Grimer is bad
Both are whizzes on computer joypads

Tails is fast, Charmy annoys
Robotnik bullies and calls in 'the boys'

Knuckles by nature, Knuckles by name

When something's wrong, he gets the blame

But my favourite of all the STC crew
Was David Gibbon for giving us clues!

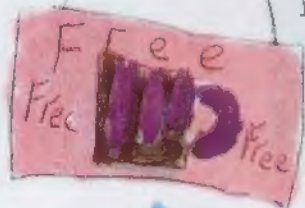
Donal O'Mahony, Rosscarbery, Co
Cork, Rep of Ireland.

Sega Mega Hog Tag Winner.



O what a lovely rhyme,
popped in Cork, to share
with thine!

WARNING: Large
glasses can
seriously stretch
your arms!



Please send in
name & address.
Sega Mega Hog Tag
Winner.

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